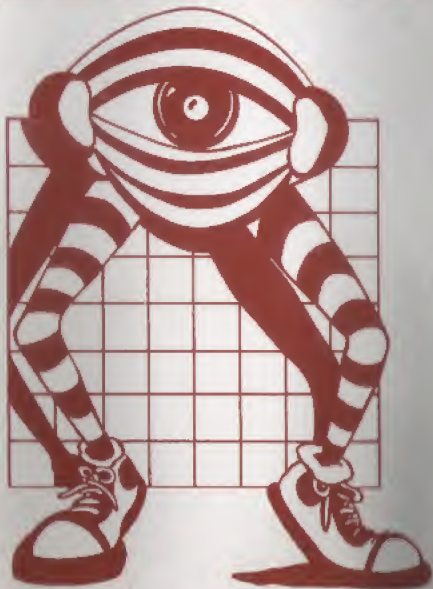

LEARNING WITH
LEEPERTM



By selecting the award-winning Learning with LeeperTM, you are giving your child a head start in the development of number concepts and reading and writing readiness skills while providing endless hours of enjoyment.

This collection of four animated learning games is tailored to meet the needs of the child who cannot read; no words are used. Just show your child how to use the joystick.

A variety of basic skill levels are provided, including some into which your child can grow. The higher levels of play are hidden and do not appear until your child is ready. This feature ensures that your child will not be frustrated by levels too difficult to handle.

The animated feedback in these games ensures that your child will learn even from incorrect choices.

The pictures in the corners represent the four games. Using the joystick, your child can choose a game by moving Leeper to the chosen picture and pressing the button.

DOG COUNT

The object of the game is to feed the correct number of bones to the corresponding number of dogs.

Number concepts are developed by counting concrete objects, grouping by sight, and making associations with numerals.

BALLOON POP

The object of this six-level game is to match the display shape by moving the balloon to the corresponding shape at the bottom. To prevent frustration, Levels 2-6 will only appear when a passable score is made on the level before.

Reading readiness skills are developed by recognizing and matching shapes. This game prepares children to discriminate between the many shapes that letters and numerals take.

LEAP FROG

The object of this game is to move the frog through the maze with minimal wall collisions. A more challenging maze awaits the successful player the next time Leap Frog is chosen.

In order to write, the eye and hand must be trained to work together. Eye-hand coordination is developed when children take the frog through the maze.

SCREEN PAINTING

The object of Screen Painting is to draw and/or paint a picture with an animated paint brush.

Eye-hand coordination skills are reinforced by moving the joystick to paint a picture. Creative play is enhanced when children are able to express their own ideas graphically.

COMMODORE 64®

LOADING INSTRUCTIONS

PROGRAM AND GRAPHICS BY
BOBBIT!

Disk

1. Turn on the power to the drive, then the computer and monitor.
2. Insert disk into drive, close the door.
3. When screen says "Ready," type LOAD "LEARNING",8,1 and press ◀RETURN▶.
4. Plug joystick into Port #2.



KEYS

Brings up the menu.



Advances game to the next higher level when there is one, or will change to another picture in screen painting.

ROM Cartridge

1. With computer off, insert cartridge (face up) into the slot to the right.
2. Turn on power.
3. Plug joystick into Port #2.

JOYSTICK CONTROL

All games are played with a joystick. Be certain it is plugged into Port #2 of the computer. If your child encounters any problems, you may want to try a different brand; some work better with small hands.



Cursor

color choices

To draw lines

SCREEN PAINTING

Select this box to erase last color "painted" or line "drawn." Two consecutive selections of this box will erase the screen.

WARRANTY NOTICE

Sierra On-Line, Inc. wants your continued business. If you fill out the enclosed product registration card and return it to us, you are covered by our warranty. If your software should fail within 90 days, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose \$5 and return the software directly to us. Sorry, without the registration card you are not covered by the warranty.

Sierra On-Line, Inc., P.O. Box 485, Coarsegold, CA 93614

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